The Wand of Wizards

A CANDELABRA CHRONICLE

USER MANUAL

MANUAL SECTION PG

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THE FIRST CHRONICLE

In the vast province of Prim lies a great forest known as The Primwoods. It is here that the powerful wizard alliance "The Order of the Talon" has made their expedition. Among them was Hekl, also known as "the Mad Crow" who was dismissed from the group due to his experiments with arcane scrolls and alchemy. It seems that he has lost his mind attempting to master the art of flight and was expelled for his most ambitious nature.

However, there may be more to the reason...
It seems Hekl knew something of the Order of the Talon that the archleader Amondus "the Silent Owl" did not approve of.

Amondus swiftly invaded Hekl's homeland, constructed a great floating palace in the sky, and used his powers of summoning to control a legion of evil.

Amondus' intentions are unclear, but he has ordered his many goblin minions to steal Hekl's precious magic items and hide them throughout the land to deter Hekl's effort.

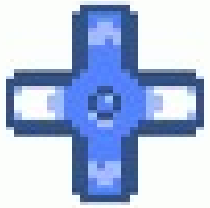
Hekl's only hope is to build up his magical powers, rid the area of all evil foes, and locate the legendary trident that is known as the TRI-CASTER to give him the means of reaching the Floating Palace to defeat Amondus and restore peace at once.

GET STARTED ON YOUR QUEST!

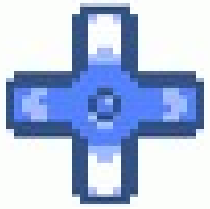
THE MAD WIZARD is a screen-by-screen, side-view, platform adventure game in which you guide the wizard "Hekl" throughout an open-ended fantasy world. The focus is on exploration, magic use, puzzle solving, and reaching areas through levitation. Along the way, Hekl will find hidden items to grant new abilities which will allow him to access more parts of the world.
You will be granted infinite continues to complete your quest. The game ends when Amondus is finally defeated.

BASIC CONTROLS

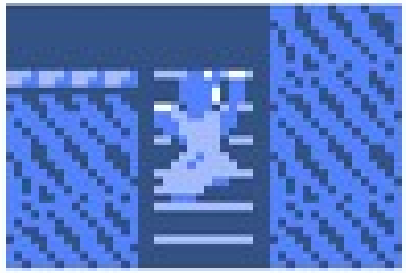
Moving around and about.



Use left/right to make Hekl walk in the desired direction.



Use to climb or descend ladders or choose on the continue screen.



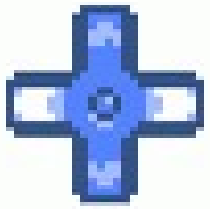
START

Press to start the game, continue, or to PAUSE during the game.

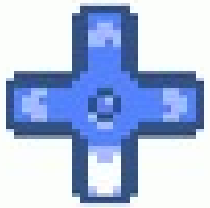
LEVITATION CONTROLS

Hekl uses levitate to reach higher places and to get over obstacles. It increases after finding magic scrolls.

Press to levitate. Press again or hold to go higher after upgrade.



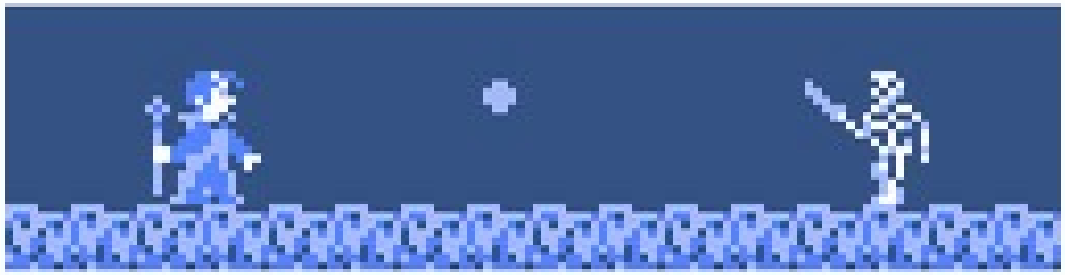
Use left/right to move in the direction while floating in the air.



Press to cancel levitate to quickly fall back to the ground.

MAGIC ATTACK CONTROLS

Hekl can attack his foes using his strong magic. The range and power of attacking is upgraded by finding the mystical hidden diamonds.

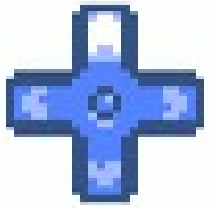


B — Press to fire the MAGIC MISSILE. This is the default attack.

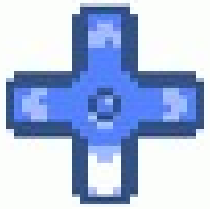
SELECT — Switch between default missile and vertical lightning attack.

ADVANCED MAGIC CONTROLS

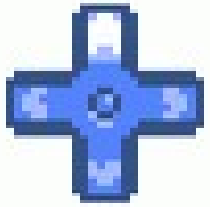
Special adventure abilities!



Press to place the PRISM CUBE directly in front of Hekl.



Press to summon the SPECTRAL BRIDGE when standing at a ledge.

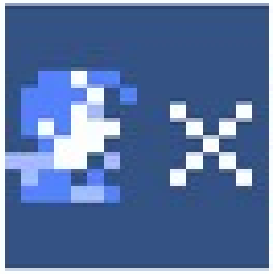


Press to use Hekl's TELEPORTATION ability to zoom forward.

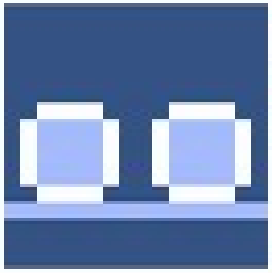
NOTE – Hekl cannot cast the advanced magic spells when standing over a ladder.

ABILITY ICONS DESCRIPTION

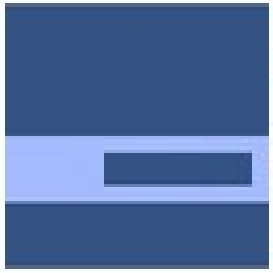
Identifying all icons in status bar at the bottom of play screen —



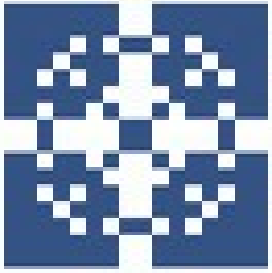
Number of LIVES that Hekl has. Gets 2 per continue.



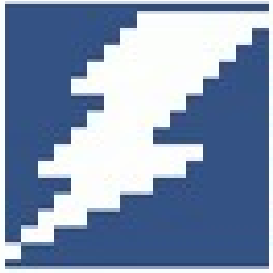
The LIFE SPHERES. Number of hits Hekl can take.



Current level for ability. Full bar = max level.

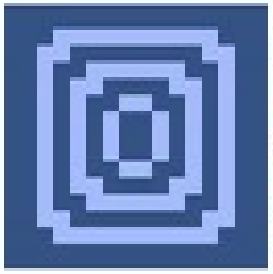


Icon for the MAGIC MISSILE. Basic attack.

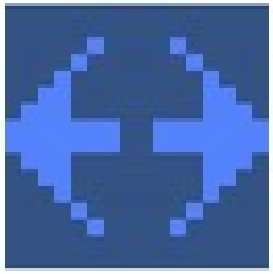


Icon for XECROM'S THUNDER. Vertical attack.

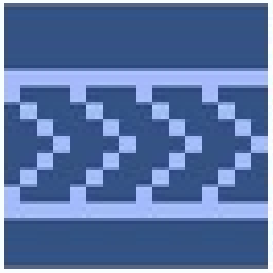
ABILITY ICONS DESCRIPTION



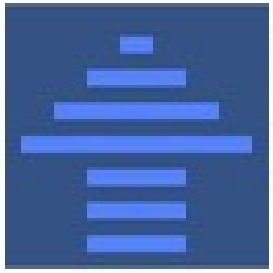
Indicates having the spell of PRISM CUBE.



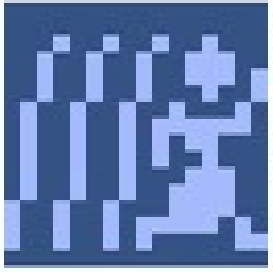
Horizontal levitation upgraded by finding X scrolls.



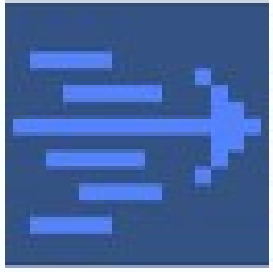
Indicates SPECTRAL BRIDGE magical ability.



Vertical levitation upgraded by finding Y scrolls.

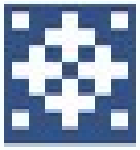


Indicates TELEPORT-ATION warping skill.

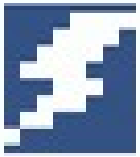


Levitation speed. Can be doubled by finding S potion.

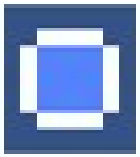
COLLECTABLES AND UPGRADES



DIAMOND – Increases the attack power or distance of the magic missile.

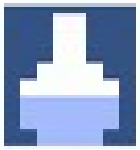


XECROM'S THUNDER – Hekl casts a lightning bolt down from the heavens.



LIFE SPHERE – Increases the total amount of hit points permanently.

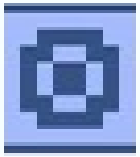
SCROLL – Levitate further
X scroll for horizontal.
Y scroll for vertical.



S POTION – Will double Hekl's levitation speed.

SPECIAL MAGIC ABILITIES

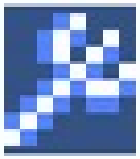
The spells Hekl can learn!
NOTE - Can only cast 1 spell at a time initially.



PRISM CUBE - Create a block to use as a shield or platform to stand on.

SPECTRAL BRIDGE - Casts a bridge of energy near a ledge for safe crossing.

TELEPORTATION - Projects Hekl's image forward to warp across the screen.



TRI-CASTER - All 3 spells can be cast at once!

EARLY AREAS OF EXPLORATION

HEKL'S HOME — A cabin in the central woods. The well in the backyard runs deeper than one might imagine.

THE PRIMWOODS — Dense forest of hundreds foot high trees, wooden bridges, a graveyard, and a river.

KAPLAN CAVERNS — Damp underground cave that's mined for its precious minerals.

THE ELDERWOOD — Largest and oldest tree in the world. The hollowed insides serve as the goblins' fortress.

INTERMEDIATE DANGER ZONES

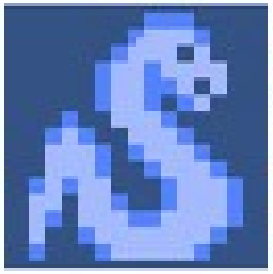
RUINS OF KYR TEMPLE — A once proud sanctuary of stone pillars now collapsed and haunted by untrusted ones.

THE UNDER RIVER — Limestone tunnel of raging water rapids beneath the earth. Home to a race of lizardmen.

BRIMSTONE GROTTO — A blazing core deep beyond the roots. Here lies a legendary weapon and many fiery inhabitants.

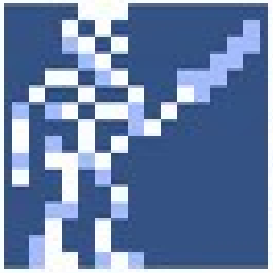
FLOATING PALACE — The place of Amondus' great power. Soars high in the sky.

CREATURES OF THE PRIMWOODS

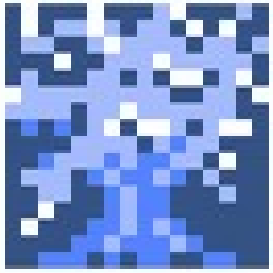


SNAKER
Venomous prowler. Can get up trees.

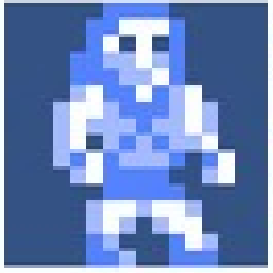
BAT
Dangerous dweller of caves and the woods.



BONES
Undead warriors raised by Amondus.



TRENT
Demon bush immune to some magic spells.

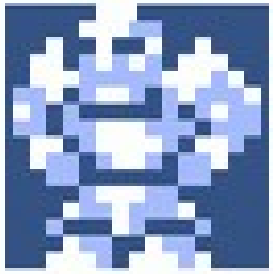


GOBLIN
Annoying beings that run and climb.

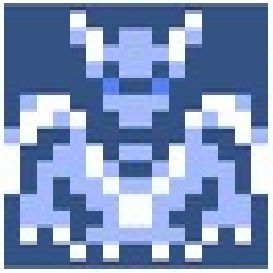
RAVEN
Fierce predator of the treetops.

CREATURES OF THE UNDERWORLD

GHOST
Guardian soul near sacred areas.

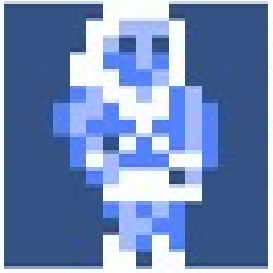


GOLEM
Stone foe capable of causing rockfalls.

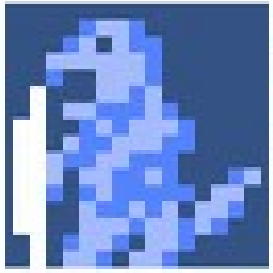


GARGOYLE
Awakened statues that drop skulls.

LIZARDMAN
Uses spear and shield near water areas.

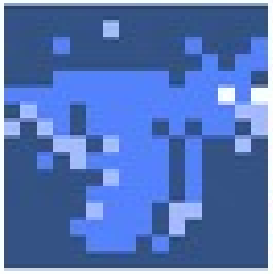


FIRE GOBLIN
Heat-resistant menace.

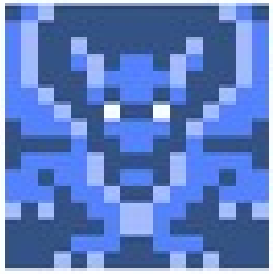


SALAMANDER
Fireproof. Tougher than the lizardman.

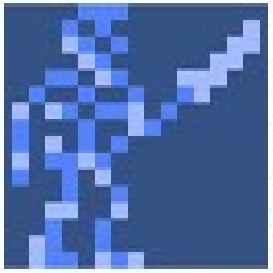
GREATER MINIONS OF AMONDUS



CHARWIT
A phoenix.
Ultimate
Gain of
Strength!



RANT
The golden
gargoyle.
Underworld
general.



BEANCY
Accursed
zombie
pirate
captain.

FLERG
The ghost
falcon.
Pet of
Beancy.

AMONDUS
The master summoner and ambitious leader of the Order of the Talon.
Lives in a sky palace.

ADVICE FOR THE ADVENTURER

- When Hekl flashes after taking damage, he will be momentarily invulnerable.
- Always look for ladders or branches that lead off-screen. They could be a path to a new area.
- If you find it difficult to avoid certain enemy attacks, you might not yet have enough speed.
- Falling in water will reset the screen but no life points will be lost.
- Tri-caster can combine blocks and bridges. Use it to go almost anywhere!

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Shawn Christopher

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NOTES